



INTERNATIONAL GIRLS INVITE
RULES FOR CONDUCT OF 2011 GAMES

ARTICLE 1
General Rules

- 1.1 **Playing Rules.** NYSAHA/USAH requires that our tournament be registered and that all participating teams, players and coaches be USA Hockey/C.H.A./IIHF registered. **Tournament Sanctioning Number NY1112-092 (See Article 6).** USA Hockey rules and penalties shall apply to all games.
- 1.2 **Length of Games & Penalties.** All U12 games shall have three (3) – twelve (12) minute periods. All U14 games shall have three (3) - thirteen (13) minute periods. All U16 and U19 games shall have three (3) - fifteen (15) minute periods. Warm-ups for all levels shall be **three (3) minutes** starting when the Zamboni doors shut. 2:00 Minor Penalties, 5:00 Major Penalties, and 10:00 Misconducts.
- 1.3 **Running Clock:** If a team is ahead by 6 or more goals in the third period it will be running time for the balance of the game.
- 1.4 **Home Teams/Jerseys/Start Times.** For all games, the home team listed shall wear its white, home jerseys and the visiting team listed shall wear its colored away jerseys. Teams are asked to be at the rink 45 minutes prior to their scheduled game time. In the event the previous game finishes early, teams playing the next game will be expected to take the ice as soon as re-surfacing is completed and/or referees are available.
- 1.5 **USAH Equipment.** All games are operated under USAH Rules and Regulations except when modified by tournament committee. U.S.A. teams - All players, including goalkeepers are required to wear a colored (non clear) internal mouthpiece that covers all the remaining teeth of one jaw, customarily the upper. For the first violation of this rule, the team shall be issued a warning. A

- misconduct penalty shall be assessed to any player or goalkeeper of that team for a subsequent violation during that game. Mouth guards are highly recommended for Canadian teams. Neck guards are required for all Canadian players. For the first violation of this rule, the team shall be issued a warning. A misconduct penalty shall be assessed to any player or goalkeeper of that team for a subsequent violation during that game. Neck guards are highly recommended for USA Teams.
- 1.6 **On-Ice Officials.** All games for the GIRLS divisions shall be officiated by two referees.
 - 1.7 **Off-Ice Officials.** The Tournament shall provide scorekeepers. **Each team competing in a given game shall provide a penalty box attendant for their team's penalty box.**
 - 1.8 **Tournament Director.** The tournament director for the 2010 Girls Bauer International Invite shall be Ray Cardella (585-315-0098). All questions and controversies shall be referred to the Tournament Director. The Tournament Director's decision in any such matters shall be final.
 - 1.9 **Score sheets.** All score sheets, pre-filled with team rosters, etc., will be at the front counters of the proper rink. It is the responsibility of each team to check its roster prior to each game and make appropriate changes/notations to the score sheet. * It is the responsibility of each coach to read the score sheet after each game and to insure that suspended players are advised of their suspension and not be permitted to play in the next game.*
 - 1.10 **Timeouts.** There will be **NO Timeouts for Round Robin Games.** In all Sweet Sixteen, Quarter Final, Semi-Final and Championship Games Only ~ each team will be allowed a single one (1) minute timeout.
 - 1.11 **Handshakes.** Handshakes shall take place immediately after each game.

ARTICLE 2

Ties and Tiebreakers

- 2.1 **Round Robin Games.**

In the round robin portion of the tournament two points will be awarded for a win, one point for a tie, and zero points for a loss. There will be no overtime. During round robin play, if the score is tied at the end of regulation time, the tie score will stand and each team shall be awarded one point for the game. The division winner will be determined as the team who has accumulated the most points.

U12's: 24 Total Teams. Two Divisions. 16 teams in the "AA" Division and 8 teams in the "A" Division. **The U12 A Division** will be comprised of two brackets of four (4) teams. Each team will play every other team once (3 games).

At the conclusion of round robin play, teams will be ranked one through four within their bracket. All eight (8) teams after the round robin will advance to the quarterfinal round. The winners will advance to the Semi-Finals. The winners of the Semi- Final games will play in the Championship Game. **The U12 AA Division** will be comprised of four (4) brackets of four (4) teams each. Teams will play each other team in their own bracket once (3 games). The top 2 teams in each bracket after the round robin will advance to the to the quarterfinals, semifinals and championship round. The remaining teams finishing 3rd or 4th in their bracket will play a fourth game with a similar finisher in the other bracket.

U14's: 36 Total Teams. Two Divisions. 24 teams in the “AA” Division and 12 teams in the “A” Division. **The U14 AA Division** will comprise of six (6) brackets of four (4) teams each. Teams will play each team in their own bracket once (3 games). The top team in each bracket and the 2 highest ranked 2nd place teams after the round robin will advance to the quarterfinals, semifinals and championship round. The remaining 2nd place teams and teams finishing 3rd or 4th in their bracket will play a fourth game with a similar finisher in the other bracket. **The U14 A Division** will be comprised of three (3) brackets of four (4) teams each team in their own bracket once (3 games). The top team in each bracket and one wildcard team after the round robin will advance to the to the semifinals and championship round. The remaining teams finishing 2nd, 3rd or 4th in their bracket will play a fourth game with a similar finisher in the other bracket.

U16's: 24 Total Teams. Two Divisions. 16 teams in the “AA” Division and 8 teams in the “A” Division. **The U16AA Division** will be comprised of four (4) brackets of four (4) teams each team in their own bracket once (3 games). The top 2 teams in each bracket after the round robin will advance to the to the quarterfinals, semifinals and championship round. The remaining teams finishing 3rd or 4th in their bracket will play a fourth game with a similar finisher in the other bracket. **The U16 A Division** will be comprised of two (2) brackets of four (4) teams each. The teams will play each team in their own bracket once (3 games). At the conclusion of round robin play, teams will be ranked one through four based on the points accumulated during the preliminary round. All eight (8) teams after the round robin will advance to the quarterfinal round. The winners will advance to the Semi-Finals. The winners of the Semi- Final games will play in the Championship Game.

U19's: 36 Total Teams. Two Divisions. 24 teams in the “AA” Division and 12 teams in the “A” Division. **The U19 AA Division** will comprise of six (6) brackets of four (4) teams each. Teams will play each other team in their own bracket once (3 games). The top team in each bracket and the 2 highest ranked 2nd place teams after the round robin will advance to the quarterfinals, semifinals and championship round. The remaining 2nd place teams and teams finishing 3rd or 4th in their bracket will play a fourth game with a similar finisher in the other bracket. **The U19 A Division** will be comprised of three (3) brackets of four (4)

teams each team in their own bracket once (3 games). The top team in each bracket and one wildcard team after the round robin will advance to the to the semifinals and championship round. The remaining teams finishing 2nd, 3rd or 4th in their bracket will play a fourth game with a similar finisher in the other bracket.

2.2 **Tiebreakers for All Age Levels of Round Robin Play.** In all tiebreaker situations, the Tournament Director's decisions shall be final. If two or more teams are tied in points after the Round Robin, the following tiebreakers in the following order shall be used to determine which team finishes higher for final seeding:

1. If two teams are tied, **Head to Head Competition;**
2. If two teams remain tied, **Most Wins** during the Round Robin;
3. If two teams remain tied, **Goal Differential (as defined below) shall be applied first counting only Games against common opponents, and if no winner emerges then counting all Round Robin Games;**
4. If two teams remain tied, **Scoring Quotient (as defined below) shall be applied first counting only Games against common opponents, and if no winner emerges then counting all Round Robin Games. If still tied, skip to Tiebreaker 9;**
5. If more than two teams are tied and all tied teams played each other in the Round Robin, the seeding shall be by the following tiebreakers in the following order: a) **Points Earned in the Games against the other Tied Teams;** b) if still tied, **Goal Differential** in the Games against the other Tied Teams; c) if still tied, **Scoring Quotient** in the Games against the other Tied Teams; d) **Goal Differential** in all Round Robin Games; and e) **Scoring Quotient** in all Round Robin Games. If still tied, skip to Tiebreaker 9 without reverting to earlier two-team tiebreakers;
6. If more than two teams are tied and all tied teams did not play against each other in the Round Robin, the **Tournament Director** will use his best discretion to determine seeding, including where fair and feasible to use the following tiebreakers in the following order: a) **Points Earned in the Games that were in fact played against other Tied Teams;** b) **Points Earned in the Games against Common Opponents;** c) **Goal Differential in the Games against other Tied Teams;** d) **Scoring Quotient in the Games against other Tied Teams;** e) **Goal Differential in all Games;** d) **Scoring Quotient in all Games.** In applying his discretion, the Tournament Director may depart from strict adherence to these tiebreakers and in the interests of fairness may consider results in Head-to-Head competition, results against Common Opponents, relative Strength of Schedule, etc.;
7. **Goal Differential** is calculated by subtracting a team's goals against from its goals for. The team with the higher number advances. For purposes of calculating a team's Goal Differential, the maximum goal differential a team can take for any one game is six (6) goals;

8. Scoring Quotient is calculated by dividing a team's goals for by the sum of its goals for plus goals against. The team with the higher number advances. For purposes of calculating the scoring quotient, the maximum goal differential a team can take for any one game is six (6) goals, arrived at by reducing goals for and counting all goals against;

Example: Team A: 15 GF 7 GA Quotient is $15/22 = .681$

Team B: 14 GF 6 GA Quotient is $14/20 = .700$

Team B advances.

9. If teams still tied, **Fewest Penalty Minutes**;

10. If teams still tied, **Coin Flip**. If more than two teams are involved in the Coin Flip, the Tournament Director will determine the method of coin flip to be used. If teams still tied, coin flip

2.3 **No Tie Games in Sweet Sixteen, Quarter Finals, Semi-Finals, And Championship Games.** A winning team and a losing team must emerge from these games. If at the end of regulation time in a sweet sixteen, quarter, semi, or championship game the score is tied, the teams will play;

1. A five (5) minute sudden death 4 x 4 (four on four) overtime period (if a team ended the first overtime with a 5 on 4 advantage the advantage will continue as 4 on 3). If there is still no winner at the end of the first overtime period;

2. A five (5) minute sudden death 3 x 3 (three on three) overtime period. If penalties occur during the 3 on 3 play, the team with the man advantage shall begin the power play as a four-on-three. At the expiration of the penalty, the teams shall play four-on four. At the first stoppage after the power play ends, the play will resume as three-on three. If multiple penalties occur to the same team, penalties will be stacked once a team is down to three skaters. If coincidental penalties occur, both teams will remain with three skaters. If the score still remains tied;

3. Each team will pick five (5) players to take part in a shootout. The visiting team will shoot first. If no clear winner emerges after the first shootout;

4. Each team will pick one (1) player to take part in a sudden death shootout. The teams will continue in a "sudden death" shootout, until the game is decided. *Teams must select a different player for each phase of the shootouts.

ARTICLE 3

Protests

3.1 A game, including its outcome, may not be protested based on the judgments or

“calls” made by an on-ice official. A game, including its outcome, may be protested based on the opponent’s use of an ineligible player, or on a gross violation of rules or of protocol that clearly has an impact on the game and that inures to the detriment of youth hockey.

- 3.2 Any such protest must be filed by the protesting team as soon as is reasonably possible, preferably on the disputed game’s score sheet, and referred immediately to the Tournament Director for his consideration.
- 3.3 If the Tournament Director determines that the circumstances warrant it, the Tournament Director’s decision in any such matters shall be final.

ARTICLE 4 Forfeitures

- 4.1 Use of an Ineligible Player. Any team found using an ineligible player shall forfeit each and every game in which the ineligible player is used. Such ineligible players may not even dress for a game or it shall be forfeited. The forfeiture shall take effect upon a finding by the Tournament Director to that effect. It is the responsibility of the team, and of the team’s organization, to immediately report to the Tournament Director any use of an ineligible player once such use becomes known by them.
- 4.2 All forfeitures will result in a 1 – 0 win be awarded to the opposing (non forfeiting) team.

ARTICLE 5 Suspension and Expulsion of Players, Parents, Coaches, Other Team Personnel

- 5.1 **Coaches, Parents and Team Personnel.** Coaches, parents and other team or association personnel may be suspended or expelled from participation in the Bauer Girls International Invite Tournament, including all games and removal from the rink premises, for conduct deemed by the Tournament Director to be detrimental to the best interests of youth hockey. Such conduct shall include, but not be limited to, the following:
 - a. fighting or inciting others to fight;
 - b. obscene language, conduct or behavior;
 - c. language, conduct or behavior intended to intimidate others;
 - d. refusal and/or failure to immediately heed a directive from a referee, from authorized rink personnel, or from the Tournament Director.
- 5.2 **Players.** Any player who receives a major penalty for fighting, or a game misconduct of any kind, in a game, shall automatically be suspended from the balance of that game and his next game.

ARTICLE 6

Sanctioning and Credentials of Players, Coaches, Other Team Personnel

- 6.1 There will be a team check in/reception for either managers or coaches **on Thursday evening November 3rd between 4:00pm-10:00pm at the TSC Sports Center Rochester, NY.** Team representatives can arrive at anytime during this time frame. The following information will be needed for this credential check in.
- All teams will produce verification that team is registered with USA Hockey or C.H.A.
 - All teams will produce a roster certified by their State Registrar. All USA Hockey registered teams must complete and sign the USA Hockey Official Team Roster,
 - All team credentials and tournament passes will be handed out at this check in.